



Guardian of Aguma Dwarf

[Passive]
This minion cannot block.
<Base> [At the End of Your Turn]
This mana enters the Active State.

RARE 100 1



Guardian of Kanatana Avian

[Passive]
This minion cannot block.
<Base> [At the End of Your Turn]
This mana enters the Active State.

RARE 100 1



Guardian of Machinas Android

[Passive]
This minion cannot block.
<Base> [At the End of Your Turn]
This mana enters the Active State.

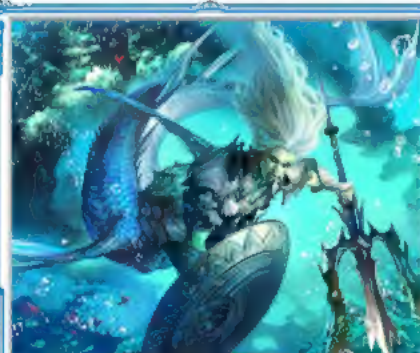
RARE 100 1



Guardian of Demete Elf

[Passive]
This minion cannot block.
<Base> [At the End of Your Turn]
This mana enters the Active State.

RARE 100 1



Guardian of Poseido Merfolk

[Passive]
This minion cannot block.
<Base> [At the End of Your Turn]
This mana enters the Active State.

RARE 100 1



Guardian of Thanatos Skeleton

[Passive]
This minion cannot block.
<Base> [At the End of Your Turn]
This mana enters the Active State.

RARE 100 1



Hammerhead Hornet Monster

COMMON 500 1



One-Carat Rat Rodent

<Base> [When Placed]
Draw one card.

RARE 300 1



Spike Lizard

Reptile

[Passive]

If you have two minions or fewer on your field, this minion cannot attack.

[Passive]

This minion enters the Rest State when it moves to the base.

COMMON

100 1



Fire Beetle

Monster

Charge

COMMON

200 1



Velociraptor

Reptile

Charge

[On Your Turn]

All your other minions gain +100BP.

RARE

300 1



Iron Hammer Golem

Golem

[When Attacking]

If this minion attacks your opponent's Life, draw one card.

COMMON

400 1



Graig Smasher - The Iron Lord

Dwarf

[Passive]

For every other minion on your field that is not a token, this minion gains +200BP.

EPIC

300 2



Fire Bat

Winged

[When Summoned]

Select one of your opponent's minions to lose -300BP for the duration of this turn.

RARE

400 1



Alliance Commander Vangeiss

Dwarf

[On Your Turn]

All your minions with a cost of 3 or lower receive the Charge effect.

LEGEND

500 2



Pickaxe Golem

Golem

[When Summoned]

Two "Token Golem S" (Red / Golem / Cost 1 / 100BP / 1DP) enter your field.

[On Your Turn]

All other minions belonging to the Golem class gain +200BP.

COMMON

300 1



Cannon Golem

Golem

[When Summoned]

Select two of your opponent's minions to lose -400BP for the duration of this turn.

EPIC

700 2



Arondai - Origins 02

Golem

[When Summoned]

You can have two "Token Golem S" (Red / Golem / Cost 1 / 100BP / 1DP) enter your field.

[When Attacking]

If this minion attacks your opponent's Life, you receive the following effect for the duration of the turn:

Whenever your minion's attack is blocked, deal 1 damage to your opponent's Life.

LEGEND

800 2



Jackknife Swallow

Avian

[On Your Turn]

If you have summoned another Yellow or Neutral Minion this turn, this minion gains +1DP for the duration of the turn.

[Passive]

This minion enters the Rest State when it moves to the base.

COMMON

100 0



Raven Cat

Chimera

[Passive]

Whenever another minion enters your field, this minion gains +200BP for the duration of this turn.

COMMON

400 1



Sigre - The Crow Tengu

Avian

Swoop

COMMON

300 1



Swift Fleet

Avian

[On Your Turn]

If you have summoned a minion with a cost of 5 or higher this turn, the basic cost of this card while in your hand becomes 0 for the duration of the turn.

[At the End of Your Turn]

If you have another minion on the field, return this minion to your hand.

EPIC

500 1



Alliance Magistrate Asogi

Avian

[Passive]

Whenever one of your minions with the Swoop effect enters the field, that minion gains +300BP/+1DP for the duration of the turn.

LEGEND

400 1



Lancer Eagle

Beast

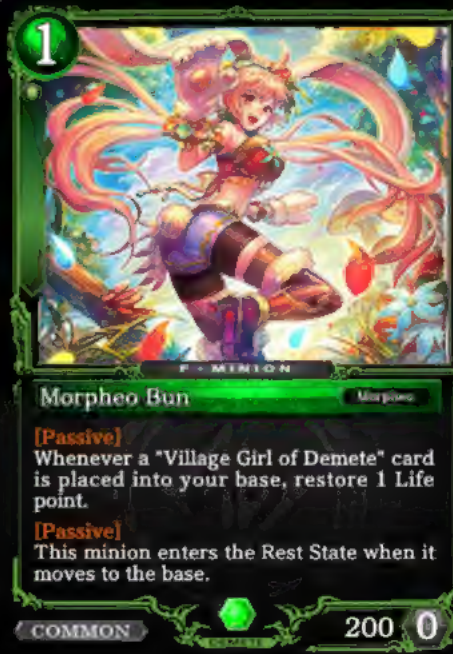
[When Summoned]

Return one of your opponent's minions with 400BP or lower to their hand.

RARE

400 1







3

Apple Treewalker

Treefolk

[When Attacking]
Put one of your opponent's minions with a cost of 4 or lower in the Rest State.

COMMON 300 1



4

Ottolupo

Beast

Pierce

COMMON 500 2



4

Millie - Celestial Tree Guard

Elf

[Passive]
If you select a target to put into the Rest State, select one more eligible target.

LEGEND 600 1



5

Dulticheronte

Beast

Pierce

[On Your Turn]
All your other minions with the Pierce effect gain +100BP/+1DP.

RARE 500 2



5

Morpheo Toipu

Morpheo

[When Summoned]
You can search your deck for one "Village Girl of Demete" card and place it into your base in the Rest State. Then, shuffle your deck.

RARE 500 2



6

Liaveau - The Defender

Elf

[Passive]
If you have 7 or more Life points, this minion receives the Charge, Pierce, and Resurge effects.

EPIC 800 2



7

Alrûna - Flower of Passion

Treefolk

[When Summoned]
Put two of your opponent's minions in the Rest State.

EPIC 600 2



8

Maple Treewalker

Treefolk

[When Attacking]
Put all your opponent's minions with a cost of 4 or lower into the Rest State.

[At the End of Your Turn]
If you have four Green Mana or more, restore 1 Life point.

RARE 900 2



Apple Treewalker Treefolk

[When Attacking]
Put one of your opponent's minions with a cost of 4 or lower in the Rest State.

COMMON 300 1



Ottolupo Beast

Pierce

COMMON 500 2



Millie - Celestial Tree Guard Elf

[Passive]
If you select a target to put into the Rest State, select one more eligible target.

LEGEND 600 1



Dulticheronte Beast

Pierce

[On Your Turn]
All your other minions with the Pierce effect gain +100BP/+1DP.

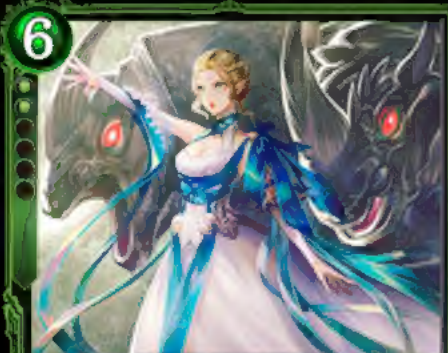
RARE 500 2



Morpheo Toipu Morpheo

[When Summoned]
You can search your deck for one "Village Girl of Demete" card and place it into your base in the Rest State. Then, shuffle your deck.

RARE 500 2



Liaveau - The Defender Elf

[Passive]
If you have 7 or more Life points, this minion receives the Charge, Pierce, and Resurge effects.

EPIC 800 2



Alrûna - Flower of Passion Treefolk

[When Summoned]
Put two of your opponent's minions in the Rest State.

EPIC 600 2



Cedar Treewalker - The Chiliad Treefolk

Pierce

[On Your Opponent's Turn]
Damage dealt to your Life is reduced by 1.

LEGEND 1300 4



Undine

[On Your Turn]
If you have used a Magic card this turn, this minion gains +1DP for the duration of the turn.

[Passive]
This minion enters the Rest State when it moves to the base.

COMMON

200 0



Tortoise Mouse

[When Summoned]
Each player draws one card.

COMMON

200 1

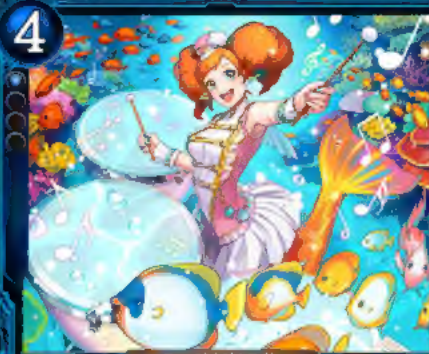


Python Ward

[When Attacking]
Whenever this minion deals damage, select one of your mana to enter the Active State.

COMMON

400 1



Pentagona Orchestra Timpanist

Infiltrate
[On Your Turn]
If you have used a Blue Magic card this turn, the basic cost of this card while in your hand becomes 0 for the duration of the turn.

RARE

200 1



Pentagona Orchestra Cellist

[When Summoned]
Retrieve one Magic card with a cost of 4 or lower from your trash and return it to your hand.

COMMON

500 2



Jade Karajan - The Maestro

[Passive]
Every time you use a Magic card, one "Token Merman" (Blue / Merfolk / Cost 2 / 200BP / 1DP) enters your field.

LEGEND

500 1



Azul - The Magician

[On Your Turn]
This minion cannot be blocked.

EPIC

600 2



Aquaserpent

[When Attacking]
Whenever this minion deals damage, two of your mana enter the Active State.

RARE

600 2



Nias - The Sea Queen

Sprite

[When Summoned]

Move two of your opponent's minions with a cost of 4 or lower into their base in the Rest State.

EPIC

600 2



Alezan - King of the Deep

Seawyrn

[When Summoned]

Move up to three minions from your base to the field and put them in the Active State.

[When Attacking]

Move one of your opponent's minions into their base in the Rest State.

LEGEND

800 2



Maddor

Monster

[Passive]

This minion will be destroyed after it finishes a battle.

[Passive]

This minion enters the Rest State when it moves to the base.

COMMON

300 1



Mischievous Imp

Demon

[When Destroyed]

One of your opponent's minions loses -200BP and -1DP of its original DP value for the duration of this turn.

COMMON

200 1



Ashbringer

Monster

[Passive]

If your opponent has one or more Forces, this minion cannot attack, block, or move.

[Passive]

Whenever one of your other minions attacks a Force, that minion gains +200BP for the duration of the battle.

EPIC

700 2



Crimson Maille

Monster

Revenge

[When Attacking]

If attacking a Force, this minion gains +1DP for the duration of the battle.

RARE

300 1



Graverobber

Demon

<Trash>

If this minion returns to your hand from your trash, put it on your field.

COMMON

400 2



Trickster Imp

Demon

Revenge

COMMON

600 2

6



Astaroth - The Great Duke Demon

[When Summoned]
Retrieve one Field Minion card with a cost of 3 or lower from your trash and put it on your field. ([When Summoned] abilities will not activate.)

RALE

500 2

6



Zintine - Seeker of False Gods Demon

[When Attacking]
You can destroy one of your other minions. If you do, this minion enters the Active State.

LEGEND

700 1

7



Iridis - Lord of the Dead Demon

[When Destroyed]
Destroy one of your opponent's minions and one of your opponent's Forces.

EPIC

500 2

8



Belphegor - King of Sorrow Demon

[Passive]
Increase the basic cost of the Field Minion cards in your opponent's hand by 1.
[When Attacking]
Retrieve one Purple Field Minion card from your trash that is not "Belphegor - King of Sorrow" and put it on your field. ([When Summoned] abilities will not activate.)

LEGEND

800 2

1



Fearsome Pheasant Beast

[Passive]
If all your Forces are destroyed, this minion gains +1DP.

[Passive]
This minion enters the Rest State when it moves to the base.

COMMON

200 0

2



Dancing Cutlass Monster

[On Your Opponent's Turn]
This minion gains +400BP.

COMMON

100 1

2



Gliding Panther Scouts Beast

[When Attacking]
All your minions gain +100BP for the duration of this turn.

COMMON

200 1

2



Bomb Wisp Monster

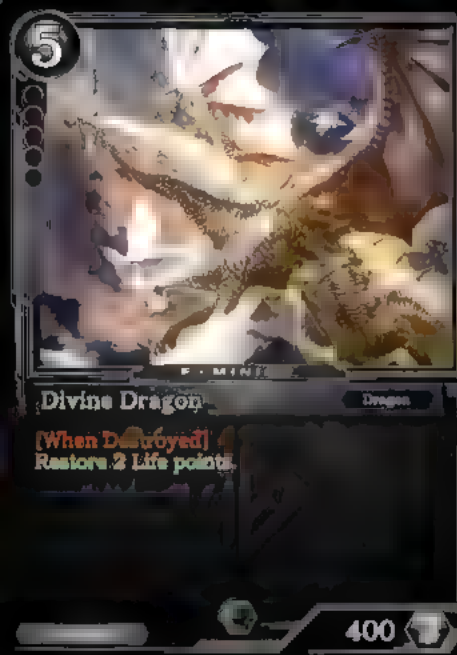
[When Destroyed]
All minions with 300BP or lower are destroyed.

RALE

100 1













5



MAGIC

Death from Orbit

[Main]
Destroy all your opponent's minions with a cost of 3 or lower.

RARE

MACHINAS

1



MAGIC

Healing

[Main]/[Flash]
Restore 1 Life point. If you have a minion belonging to the Treefolk class on your field, draw one card.

COMMON

DEMISE

2



MAGIC

Aero Wall

[Flash]
Damage dealt to your Life is reduced by 1 for the duration of this turn.

RARE

DEMISE

4



MAGIC

Binding Roses

[Main]/[Flash]
Select up to two minions/Forces to put in the Rest State. If it is your turn, those targets cannot return to the Active State until your opponent's next Standby Phase.

COMMON

DEMISE

2



MAGIC

Surprise Onslaught

[Flash]
The original DP of all your opponent's minions with a cost of 4 or lower is reduced by 1 for the duration of this turn.

COMMON

DEMISE

2



MAGIC

Violent Stream

[Flash]
Move one of your opponent's minions with a cost of 4 or lower into their base in the Rest State.

COMMON

DEMISE

4



MAGIC

Revolution Symphony

[Main]
One of your minions cannot be blocked for the duration of this turn. If that minion belongs to the Seaworm class, return this card to your hand.

RARE

DEMISE

1



MAGIC

Mud Pit

[Main]
Destroy one minion with a mana cost of 3 or lower.

COMMON

DEMISE



